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WORLD LEAGUE SOCCER™

INSTRUCTION BOOKLET

The Software Toolworks, Inc. • 60 Leveroni Court, Novato, CA 94949

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SUPER NINTENDO

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Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
(415) 883-5157

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World League Soccer™

Instruction Booklet

MINDSCAPE

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Introduction

The teams march out on the halfway line. Two players enter the center circle where the ball waits on the center spot. The pass! The kick! They're off and running!

Welcome to *World League Soccer!* You're about to enjoy the most realistic soccer simulation game ever. To play and win means you need skills and tactics. Take time to practice ball control, passing, dribbling, penalty kicking, corner kicking, and shooting goals. And be prepared to battle tricky wind conditions and a variety of playing surfaces.

World League Soccer is your ticket to world soccer excitement! And the chance of a lifetime to play world class teams in six divisions. Now, you can play your dream team. The game includes over 350 players with unique skills, abilities, and personalities. Get to know the teams, then you pick the players! You can choose the first string team or their substitutes from a roster of 15 players per team. But you can't pick the referees! There are 24 refs; some are easygoing, others strict. And they have good days and bad! So play fair and watch out for those yellow and red cards!

Listen to the fans in the stands roar as you score the winning goal! Have tons of fun playing against up to 23 friends, as you strive to win the ultimate prize—the *World Match.*

Playing the Game

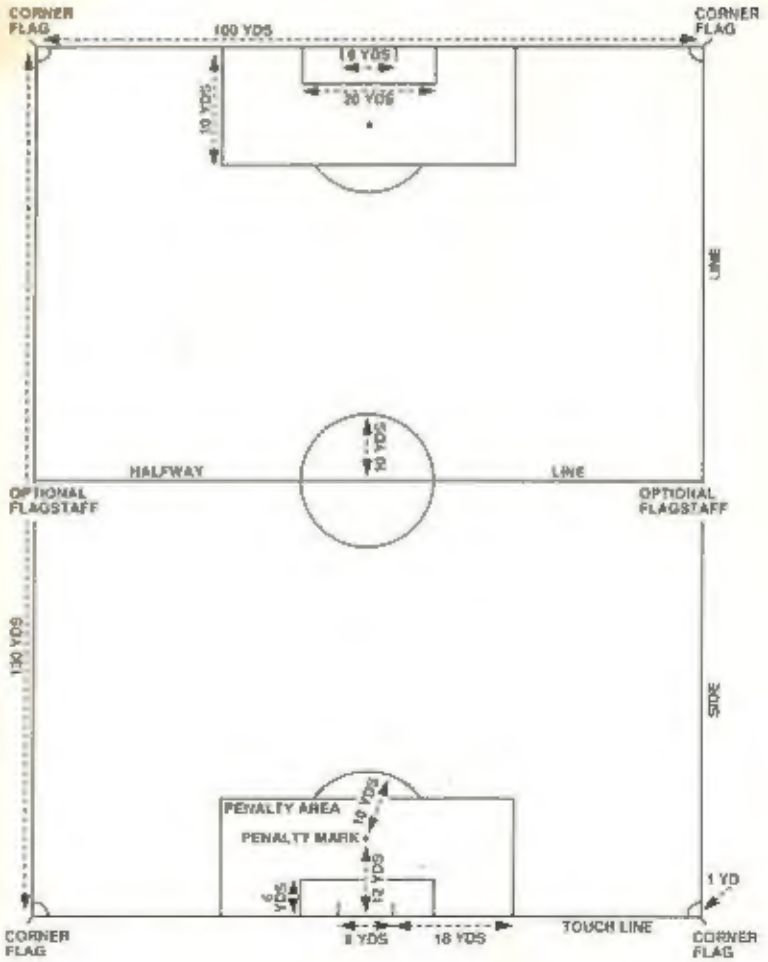
World League Soccer simulates the rules of a real soccer game with a standard field, 24 world class teams, 24 referees, and penalties.

The Field

The *World League Soccer* field is a rectangle that is about the length and width of a regulation field (130 by 100 yards). The boundaries, halfway line, center circle, goal area, penalty area, corners, sidelines, and touch lines are all clearly marked onscreen. Each kickoff begins on the center circle. If a player kicks the ball over either sideline, the other team gets a throw-in (this is automatic). If a player kicks the ball over his own touch line (end), the other team gets a corner kick. If a player kicks the ball over the opponents' end line, the opponents' goalie gets a goal kick. A goal box is centered at each end of the field. The goal and penalty areas are marked as two increasingly larger rectangles around the goal box. Within these areas, the goalie may pick up and pass or kick the ball (see *Game Controls*). If the defense commits a foul in its own penalty area, the offense gets a penalty kick. A goal is scored when the ball is kicked over the goal line, between the goal posts.

Note: Much as with football, you'll find that if you can get the soccer ball to "cross the plane" of the goal line, you'll be credited with a goal. This means that just a portion of the ball needs to cross the line in order for you to score. Of course, you'll need to get past the goalie to achieve this, so you're better off trying to kick it completely past him from a distance.

Also, there is an audible sound when you score a goal - the sound of the ball hitting the netting. Be sure to keep your kicks low to the ground - if not, what may look like a good shot will sail over the top of the goal, or bounce off the goal post and be deflected over. If this occurs, you will hear a "boing" sound, indicating you have hit the goal post and missed the goal. You will also know if your shot is too high by watching the scaling of the ball; if the ball gets too large as it heads for the goal (indicating it's going higher), there's a good chance it will clear the goal altogether.



The Players

A soccer match is always played by two teams with not more than eleven players, one of whom is the goalkeeper (or goalie). In *World League Soccer* you can set up the remaining ten players in these strategic patterns:

4-2-4 Four defenders, two midfielders, and four forwards.
4-3-3 Four defenders, three midfielders, and three forwards.
4-4-2 Four defenders, four midfielders, and two forwards.
5-3-2 Five defenders, three midfielders, and two forwards.

The first two formations emphasize offense and the last two defense. As you get a feel for the different teams and players you may want to change strategies and make substitutions. You may select your strategic pattern and make up to two player substitutions, but only before the game (see *Play Features, The League*).

The Kickoff

Kickoffs occur at the beginning of the game, after each goal, and after half time. During the kickoff, the center forward must pass the ball to his right or left forward, before kicking the ball a second time. Players on each team then compete for control of the ball, passing to their own team, blocking the other team, and trying to intercept the ball in their drive toward the goal. Soccer is not easy to master, so be sure to practice dribbling, passing, and shooting (see *Game Controls* and *Play Features, Practice*).

The Clock

During play, the clock does not stop until it runs out. Any injury time from penalties is added to the game at the end of the match. This additional playing time discourages the winning team from fouling the losing team in an effort to run down the clock. During the playoffs, a draw (tie) at the end of the game results in sudden death overtime—the first side to score wins. In these circumstances, controlling your goalie is important (see *Game Controls*). You can choose from four game times in *World League Soccer*: 6, 10, 20, or 40 minutes (see *Options, Duration*).

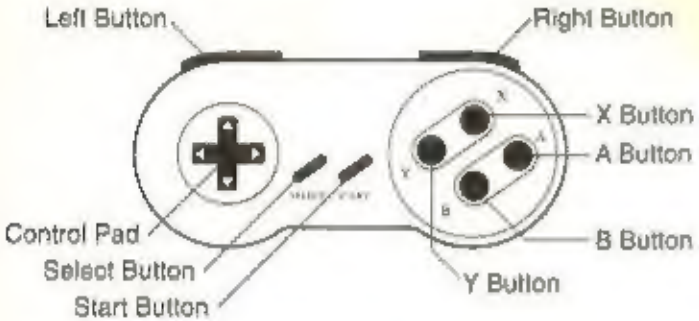
The Referees and Penalties

World League Soccer has 24 referees. You'll never see the ref or know who he is—it's just luck of the draw. Some are strict, some play favorites, and others let things slide. The ref's job is to watch out for fouls and to throw yellow and red cards. A foul is doing any of the following to an opponent:

Kicking or attempting to kick.
Tripping.
Charging in a violent or dangerous manner.
Charging from behind (unless he is obstructing).
Holding.
Pushing.
Handling the ball (unless it's the goalie in his own penalty area).

If a player commits a foul, the other team gets a penalty kick (sometimes called a free kick) from the spot where the foul occurred. If a defending player commits a foul within his team's penalty area, the offense gets a penalty kick from that half of the goal area where the foul occurred (see *Game Controls*). If a player commits a serious foul, he will get a yellow card warning him that a red card may be next. If a player gets a red card, he may be out for the rest of the game, or he may be out for the half (this is subject to the whims of the referee for that particular game). As there are no substitutions, that team is down one player for as long as that player remains out - possibly for the rest of the game! This is a very good reason to play fair and be a good sport!

Game Controls



Starting the Game

Start Starts the game, pauses, and continues.

Play Modes

This game has six menu selections; one selection practice, four selections for play and one to set options for the game controls as shown (see also *Play Features* and *Options*):

Normal mode Press **B** for any ball action, including holding, passing, corner kicking, and shooting.

Easy mode Press **B** for all actions except goal shots. To shoot a goal, press **A** or **B**.

In both modes, at halftime press **B** to go to the second half of the game (see *Options*).

Control Pad

Use the Control Pad to move players and change directions of players and the ball.

Moving the Players and the Ball

⬆ Run up the field.
⬇ Run down the field.
➡ Run to the right.
⬅ Run to the left.

Shooting a Penalty Kick at your Opponent's Goal

B, L, or R Press any of these buttons to shoot a penalty kick; the longer you hold the button, the higher the kick. Your shot will aim for the moving arrow.

Defending your own Goal

Control your goalkeeper and defend against goal shots during a penalty kick as follows:

B, L, or R	Goalie jumps vertically to catch or deflect the ball.
➡ and **B, L, or R**	Goalie dives to the right for the ball.
⬅ and **B, L, or R**	Goalie dives to the left for the ball.
⬇	Goalie throws a short pass.
⬆	Goalie throws a long pass.
⬇ and **A** or **B**	Goalie does a short kick.
⬆ and **A** or **B**	Goalie does a long kick.

During normal play, the goalie acts on his own, so you can control the other players.

Playing Skills

Moving — Press the Control Pad to move the player nearest the triangle up or down the field.

Dribbling — Run into the ball without pressing any buttons. To change the direction of the ball, press the Control Pad at the moment of contact.

Passing — Go really close to the ball and press **B** to hold the ball; release B while pressing ↑ ↓ → or ← or to pass in that direction.

Diving tackle — When the other team has the ball, you can lunge forward to try to kick the ball away from your opponent by pressing **B**, **L** or **R**. Be careful to kick the ball and not your opponent, or you'll be called for a foul.

Corner kicking — When a team kicks the ball over its own touch line, the *Corner Kick* screen appears. The other team gets a corner kick. Press ↑ ↓ → or ← to select a kick direction; press **B** to kick the ball.

Note: When the ball goes out of bounds on the sidelines, the throw in is automatic.

Starting the Game

To start the game:

1. Put *World League Soccer*® in your Super Nintendo Entertainment System® (Super NES).
2. Turn on the Super NES.
3. At the title screen, press **Start**.
   The main menu appears.
4. Press ↑ ↓ → or ← to select **Options**. (Set them before game play).
   For details, see *Options*.
5. Press ↑ ↓ → or ← to select one of the following play features:
   - **Practice** - Practice ball control skills and penalty kicks.
   - **Single Game** - Play a game against the computer or a friend.
   - **The League** - Play eight teams in League games.
   - **The Match** - Play eight teams in Match tournaments.
   - **World Match** - Play 24 teams for the world title.

   For details, see *Play Features*.
6. Press **Start** to begin the game.
7. During the game, use arrows and buttons on the game controller to move players and control the ball (see *Game Controls*).
8. At half time, press **B** to go to the second half.
9. At full time, the game results appear; you return to the main menu or play another game, depending on your choice in step 5.

Two or More Players

Although you can only hook up two game controllers to your Super NES, up to eight people can play **The League** and **The Match**, and up to 24 people can play **World Match**! To play another friend in **Single Game**, select the **Two Player** option. To play against one or more friends, in **The League**, **The Match**, and **World Match**, select each team and change its code from C (for computer) to P (for player). See *Play Features, The League*.

Play Features

The game has five play features.

Practice

Select either:

- **Skills** - Select **Up Field** or **Down Field** and practice ball control skills in that direction. (see *Game Controls*).
- **Penalties** - If you get fouled in the penalty area near the goal line, or go into a sudden death kickoff, you get a penalty kick. Press **B** to practice penalty kicks. You should practice shooting penalty kicks and defending your own goal. (see *Game Controls*).

Single Game

Select this when you just want to play one game. Select **One Player** to play against the computer, or **Two Player** to play against a friend. Game level is *Easy* mode only, so remember to press **A** to shoot a goal!

The League

Select this to play eight teams for a League game. Each team plays two games against every other team for a total of fourteen games. The winner is the team with the highest score. Follow these steps:

1. Select **The League**.
   The League screen appears.
2. Press ⬆⬇➡ or ⬅ to select teams, as needed. Press **B** to change it from **C** (for computer) to **P** (for Player) before or after—not during—a game. You can play up to seven friends this way!
3. Press ⬆⬇➡ or ⬅ to select one of these options, then press **B**:
   Continue - Play *The League*. Go to step 4.
   Save - Save the current games.
   Load - Load the previously saved games.
   Quit - Return to main menu.

If you selected **Continue**, either you or the computer will play the game. If you play the game, the *Player Management* screen appears with the names of all players and their positions, such as goalkeeper (GK), defense (DF), midfielder (MF), and forward (FW).

4. At the *Player Management* screen, you can:
   - Switch the four relief players, as needed, with other players in the same positions. Select a player and press **A**, then select the replacement and press **A**. The players switch.
   - Change your play tactics by rearranging players. Press **X** to select from four modern tactical player lineups, including:
     4-2-4 Four defenders, two midfielders, and four forwards.
     4-3-3 Four defenders, three midfielders, and three forwards.
     4-4-2 Four defenders, four midfielders, and two forwards.
     5-3-2 Five defenders, three midfielders, and two forwards.
     (Remember, the goal keeper is always the eleventh player.)
   - Press **B** to start the game!
5. If you play the game, press ⬆⬇➡ or ⬅ to move players; press **B** for ball actions. (In *Easy* mode, press **A** to shoot goals.)
   When the game ends, the *Score* screen appears.
6. Press **B** to return to **The League** screen, and repeat selecting **Continue** until all League games are played.
7. When you finish, select **Quit** and press **B** to return to the main menu.
   Note: You can accept the default teams selected by the computer or choose eight other teams with the *Options* screen, *Best of 8* option. See *Options*.
   When the game ends, the *Score* screen appears.
8. When you finish, select **Quit** and press **B** to return to the main menu.

The Match

To select eight teams for a Match tournament, follow these steps:

1. Select **The Match**.
   The Match screen appears.
2. Press ↑ ↓ → or ← to select teams, as needed. Press **B** to change from **C** (for computer) to **P** (for Player) before or after—not during—a game. You can play up to seven friends this way!
3. Press ↑ ↓ → or ← to select one of these options, then press **B**:
   Continue - Play *The Match*. Go to step 4.
   Save - Save the current games.
   Load - Load the previously saved games.
   Quit - Return to main menu.
   If you select **Continue**, either you or the computer will play the match. If you play the game, the *Player Management* screen appears with the names of all players and their positions, such as goal keeper (GK), defense (DF), midfielder (MF), and forward (FW).
4. At the *Player Management* screen, you can:
   - Switch the four relief players, as needed, with other players in the same positions. Select a player and press **A**, then select the replacement and press **A**. The players switch.
   - Change your play tactics by rearranging players. Press **X** to select from four modern tactical player lineups (see *The League*, Step 4).
   - Press **B** to start the game!
5. If you play the game, press ↑ ↓ → or ← to move players; press **B** for ball actions. (In *Easy* mode, press **A** to shoot goals.)
   When the game ends, the *Score* screen appears.
6. Press **B** to return to *The Match* screen, and select **Continue** until all Match games are played.
7. When you finish, select **Quit** and press **B** to return to the main menu.
   Note: You can accept the default teams selected by the computer or choose eight other teams with the *Options* screen, *Best 8* option. See *Options*.

World Match

Twenty four teams compete for the World Match. Follow these steps:

1. Select **World Match**.
   The *World Match* screen displays all teams in all divisions.
2. Press **Start**.
   The second *World Match* screen displays the current division, such as *Group A*.
3. Press ↑ ↓ → or ← to select teams, as needed. Press **B** to change from **C** (for computer) to **P** (for Player) before or after—not during—a game. If you assign each team to a friend, you can play up to twenty three friends!!
4. Press ↑ ↓ → or ← to select one of these options, then press **B**:
   Continue - Play *World Match*. Go to step 4.
   Save - Save the current games.
   Load - Load the previously saved games.
   Quit - Return to main menu.
   If you select **Continue**, either you or the computer will play the game. If you play the game, the *Player Management* screen appears with the names of all players and their positions.
5. At the *Player Management* screen, you can:
   - Switch the four relief players, as needed, with other players in the same positions. Select a player and press **A**, then select the replacement and press **A**. The players switch.
   - Change your play tactics by rearranging players. Press **X** to select from four modern tactical player lineups (see *The League*, Step 4).
   - Press **B** to start the game!

   After the game, the *Score* screen appears.
6. Press **B** to return to *World Match* screen, and select **Continue** until all World Match games are played.
7. When you finish, select **Quit** and press **B** to return to the main menu.

Options

Press ↑ ↓ → ← to select an option. Press A to scroll through the choices for that option. Press B to return to the main menu.

Field

Select the ground condition for *Single Game* or *Practice*.

- **Normal** - Regular condition.
- **Wet** - Muddy surfaces slows the rolling ball and the players.
- **Plastic** - Smooth surface speeds up the rolling ball and the players.

Duration

Select the game play time for *Single Game* or *Practice*.

- **3 x 2** - 6 minutes.
- **5 x 2** - 10 minutes.
- **10 x 2** - 20 minutes
- **20 x 2** - 40 minutes.

Wind

Select a wind condition for *Single Game* or *Practice*.

- **Off** - No wind. There is no influence on the kicked ball.
- **Light** - Weak wind. Affects the kicked ball a little.
- **Middle** - Windy. Affects the kicked ball.
- **Strong** - Strong wind. Affects the kicked ball the most.

Draw

Indicates whether or not a tie game is allowed in *Single Game*. If **No** is selected, there will be a shootout at the end of a tie game.

After Touch

Turn the curving spin on the ball on or off during *Single Game* or *Practice*. When switched on, players can curve their shots and passes slightly, by pressing ← or → while kicking the ball.

Game Level

Choose *Normal* or *Easy* mode for *Single Game* or *Practice*.

Best 8

Allows players to determine the best eight teams in the League. Select the teams to play *The League* and *The Match* as follows:

1. Press A then **Start** to go to the *Best 8 Select* screen.
2. Press ↑ ↓ → ← to select the team you want to replace then press A.
3. Press ↑ ↓ → ← to select the replacement team and press A. The teams are switched.
4. Press **Start** to return to the main menu and select a game option.

BGM Select

Select **0-4** to choose from five types of background music. Available for *Practice*, *Single Game*, and *The League*.

BGM Switch

Turn background music on or off.

BGM Mode

Select **Stereo** or **Mono** for the background music.

Pad Mode

Select a mode for button operation:

- **Easy** - Press B for most ball actions; press A to shoot goals.
- **Normal** - Press B for all ball actions.

Teams in the World League

Each team in *World League Soccer* has its own strengths and weaknesses that can be exploited by crafty players.

Italy	Great passing and ball control make them tough to beat.
Austria	Great speed and balance overall and a good scoring offense.
Czechoslovakia	Well balanced and highly skilled team with keen passers. If they can get the ball to the midfielder, they'll score a hit.
United States	Not the most skilled team overall, but a strong defense and a great forward keep the U.S. in contention.
Brazil	Powerful team with outstanding passing game.
Sweden	Have a stable defense, but lack power, so they rely on passing.
Scotland	Reputation is they play with outdated strategies. A more liberal approach would help their play.
Costa Rica	Tremendous speed; however, they rarely score. A more rounded approach would help here.
Belgium	Patient team, with no one player that stands out. Short passes are effective for them, though.
Spain	Play as passionately as a bullfighter. They do not have great teamwork, but passing should be stressed more.

Uruguay	Excellent balance and fantastic pass work.
France	Good ball control and a modern playing style. They do not play well in wet conditions, but they have good balance.
Argentina	Never miss an opportunity to shoot. They are a fast moving, aggressive and powerful team that handily exploits a team's weaknesses.
Russia	Stress teamwork and have no players who stand out.
Rumania	Poor offense and lack power overall.
Cameroon	With a tight defense, this is a team to watch out for.
Germany	Phenomenal passing and tremendous speed.
Yugoslavia	Play with speed and power. Their sharp passes and great ball control let them split defenses and score.
Colombia	Phenomenal passing and tremendous speed.
Japan	The newest team to the *World League*, so they don't have much power or speed. To overcome these shortfalls, master passing skills.
England	Not extravagant, but their mental strength, along with great speed, are their strong points.
Holland	Great combination of speed, agility and pass work. They're known for racking up goals.
Ireland	Solid defense, great balance, and an awesome midfielder makes them quite powerful.
Egypt	A quick forward, but little power. They win when they pass effectively.

Technical Support

For technical support in the USA:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court, Novato, CA 94949
Telephone: (415) 883-5157
FAX: (415) 883-3303

For technical support in Europe:
Mindscape International
P.O. Box 51, Burgess Hill RH15 9FH
West Sussex, England, United Kingdom
Telephone: (0) 444 239-600
FAX: (0) 444 248-996

For technical support in Australia and New Zealand:
Mindscape International
5/6 Gladstone Road, Castle Hill, New South Wales, Australia 2154
Telephone: (02) 899-2277
FAX: (02) 899-2348

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USA (415) 883-5157
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Australia (02) 899-2277
Japan (0473) 63-9111